

Goat

Medium, Beast, Unaligned

Official SRD-compatible data with attribution preserved in this PDF. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

ARMOR CLASS

10

HIT POINTS

4 (1d8)

CHALLENGE

0 | 10 XP

PROFICIENCY

+2

Speed Walk 40 ft.

Initiative +0

Saving Throws N/A

Skills N/A

Senses Passive Perception 10

Passive Perception 10

Languages None

STR

12
+1

DEX

10
+0

CON

11
+0

INT

2
-4

WIS

10
+0

CHA

5
-3

Traits

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with Ram on the same turn, the target takes extra damage.

Sure-Footed. The goat has Advantage on Strength and Dexterity saving throws made against effects that would knock it Prone.

Actions

Ram. Melee Attack Roll: +3, reach 5 ft. Hit: 2 (1d4) Bludgeoning damage.

Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/goat>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

LEGAL ATTRIBUTION

Official SRD-compatible data with attribution preserved in this PDF.

This work includes material from the System Reference Document 5.2.1 ("SRD 5.2.1") by Wizards of the Coast LLC, available at <https://www.dndbeyond.com/srd>. The SRD 5.2.1 is licensed under the Creative Commons Attribution 4.0 International License, available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

This stat block includes SRD 5.2.1 material licensed under CC-BY-4.0. Include the required SRD 5.2.1 attribution in generated PDFs.

License: [Creative Commons Attribution 4.0 International](https://creativecommons.org/licenses/by/4.0/)

Source page: <https://monster-almanac-site.vercel.app/monsters/goat>